

ABSTRACT

A game is divided into a plurality of charged playing sections which a player can play by paying a point and the thus divided charged playing sections are set. Game cards to which proper passwords are respectively assigned are distributed. The password is transmitted from a game playing terminal to a server, and the point corresponding to the password is set by the server. At this time, data comprising an image of a present item usable in the game is downloaded into the game playing terminal. In the game playing terminal, the image of the present item is produced and is displayed, and the server controls for allowing the player to play the charged playing section within bounds of the point which has been set on the account.”